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(74) Agents: TURNER, James, Arthur et al.; D. Young & Co.,  
120 Holborn, London EC1N 2DY (GB).

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(71) Applicant (*for all designated States except US*): SONY  
COMPUTER ENTERTAINMENT EUROPE LIM-  
ITED [GB/GB]; 30 Golden Square, London W1F 9LD  
(GB).

(72) Inventor; and

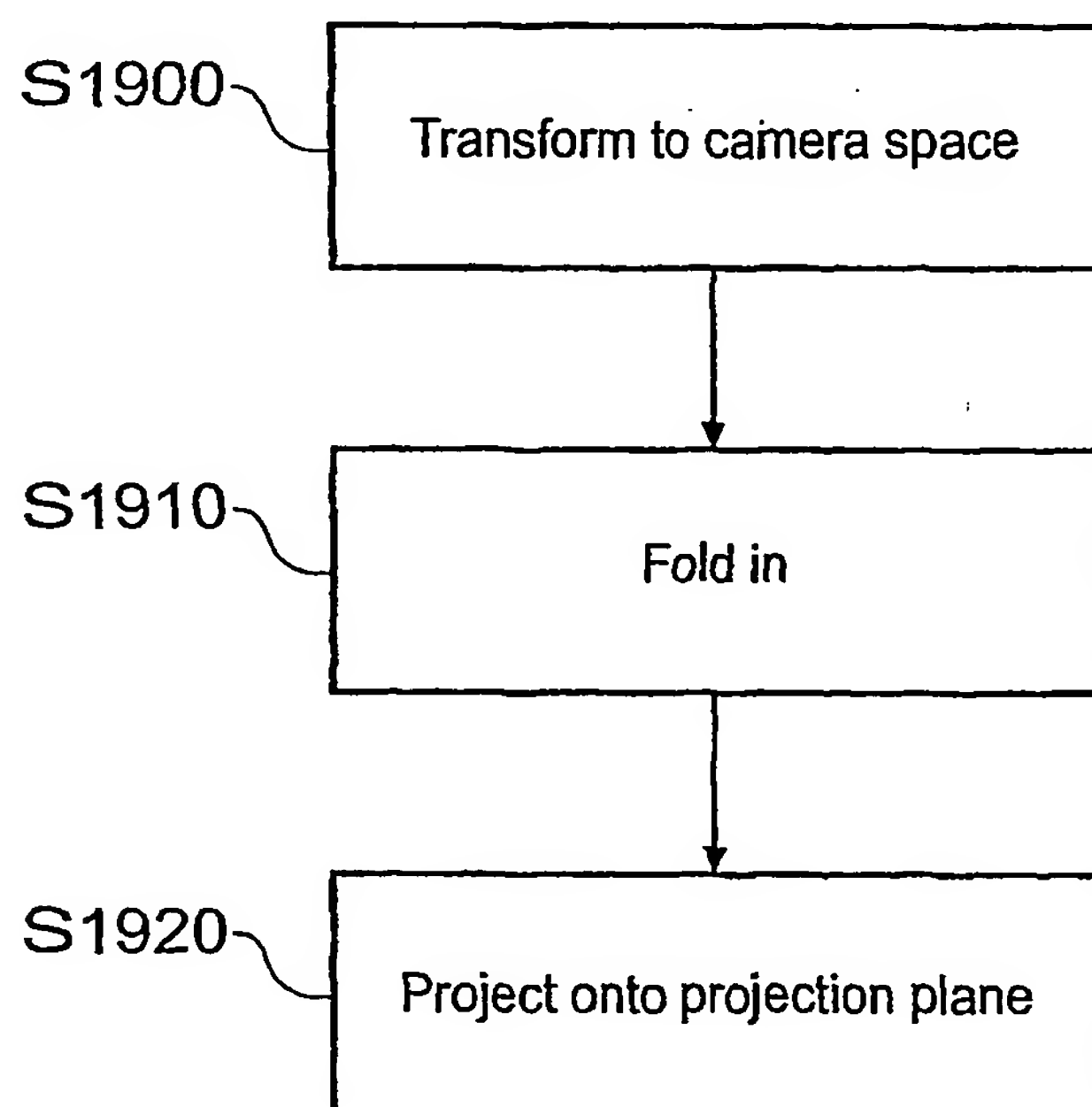
(75) Inventor/Applicant (*for US only*): COLLOMB, Cedrick,  
Stanislas [FR/GB]; Sony Computer Entertainment Devel-  
opment, Napier Court, Stephenson Way, Wavertree Tech-  
nology Park, Liverpool L13 1HD (GB).

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(57) Abstract: A method of forming a two dimensional map of a three dimensional environment, there being a map origin located in the three dimensional environment, a viewing direction vector defined passing through the map origin, and a one-to-one correspondence between map positions in the map and the directions of vectors passing through the map origin; comprises the steps of: associating an environment position in the three dimensional environment with a folded vector that passes through the map origin, the folded vector lying in a plane containing both the viewing direction vector and the environment position and forming an angle with the viewing direction vector that is a predetermined function of the angle between the viewing direction vector and a vector between the map origin and the environment position; associating an environment position with the map position corresponding to the direction of the folded vector associated with that environment position; and deriving properties for a map position from the properties of the corresponding environment position.

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